

## Cape Vincent Hoops 3 on 3 Tournament Rules

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to the Cape Vincent Chamber Staff.

### **Prior to Game**

Each team must have three to five players on its roster who have registered their team by the pre-determined entry deadline. Additions and/or changes must be approved by a Cape Vincent Chamber Member and be completed prior to the start of a team's first game of the event. A player is only allowed to participate for only one team in each division for the duration of the tournament.

The TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS SPOKESPERSON AT ALL TIMES, and must verify the score sheet has the correct roster prior to each game.

All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players.

A coin flip prior to the start of the game will determine which team has the initial possession.

### **Throw in/Starting Play**

The ball must be thrown (not dribbled) in from the check at the rear of the court: First Violation Warning from the referees or court monitor, Second Violation: change of possession.

### **Game Play**

Length of games: first team to score 20 points , or 20 minutes. All teams must provide a score keeper or a timekeeper. Score sheets must be handed in to the registration table and signed by the referee.

**Overtime:** if the score is tied at the end of 20 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first to score 2 points.

**No make it Take it:** the ball changes possession after each basket is scored

**Stalling:** no stalling is allowed. The referee may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in a loss of possession.

**Time-outs:** each team is allowed three 45-second time-outs per game. The game clock does not stop during any time-outs. No time-outs are permitted in the last three minutes of the game.

**Taking it Back:** when in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind the two-point arc, Failure to "take it back" is a violation.

**Out of bounds/Resuming play:** the ball must be "checked" every out of bounds.

**Dunking:** dunking is allowed during play only. If teams/players are seen dunking during non-play, they may be disqualified from the tournament . Hanging on the rims is not allowed at any time. Participants can be held responsible for damaged equipment.

**Scoring:** baskets made from the inside the arc count as one point. Baskets made when the shooter has BOTH FEET behind the arc count two points. Referees will call “two points”. If there is any doubt as to whether the made basket is worth one or two points, the basket will count as one point.

**Free Throws:** free throws count as one point. When fouled in the act of shooting, free throws are only taken if the basket was not made. All free throws are dead balls . Regardless of the shot is made , the opposing team checks the ball in from the check box.

**Personal fouls:** the scorekeeper will record each personal foul. Each team member is allowed 4 personal follows. On the 4 personal foul the person is disqualified for the remaining of the game. If a player is fouled behind the arc while shooting he will be awarded 2 foul shouts anywhere in front of the arc in the act of shooting is one shot. All flagrant fouls will be called by the referee and will result in one free throw for the player fouled and his team will retain possession.

**Uniform:** Each team must be prepared with a light and dark shirt/pinnie

**Tournament Administration:** Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed.

**Cape Vincent Chamber of Commerce reserves the right to disqualify any team for infractions of the following policies:**

**Use of illegal players:** the players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of The Cape Vincent Chamber of Commerce. The staff reserves the right to request identification from players at any time during the tournament. All players must bring a copy of a birth certificate to the tournament.

**False information:** any false information is grounds for disqualification.

**Vulgarity or abusive conduct:** good sportsmanship is expected. A Cape Vincent Chamber representative may assist at any time, including officiating games, terminating a game, escorting a player from the game and/or premises. Any player ejected from a game will not be allowed to participate in the duration of the tournament.